SONIC MEGA COLLECTION™

INSTRUCTION BOOKLET

SEGA®

NINTENDO GAMECUBE™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠CAUTION - Laser Device

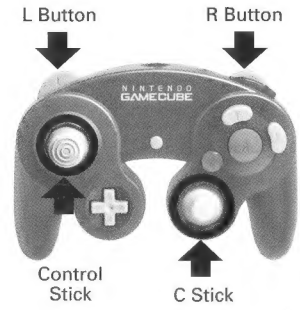
The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Official Nintendo Seal of Quality

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.®

2 Player Alternating

THIS GAME SUPPORTS ALTERNATING GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

2 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

EVERYONE E CONTENT RATED BY ESRB

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

LICENSED BY Nintendo

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Thank you for purchasing SONIC MEGA COLLECTION™. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction booklet thoroughly before you start playing.

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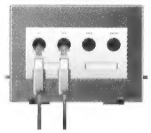
While the games in this collection have retained their original Genesis™ format, minor graphical modifications have been made.

Setting Up

HARDWARE SETUP

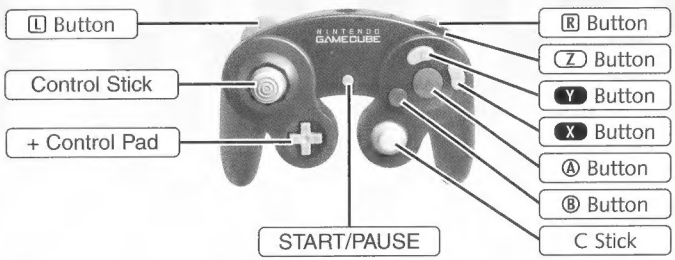
SONIC MEGA COLLECTION™ is a collection of games for one or two players. Connect the Nintendo GameCube™ Controllers to the Controller Sockets 1 and 2 (depending on the number of players participating).



MEMORY CARD

SONIC MEGA COLLECTION™ is Memory Card compatible [Nintendo GameCube™ Memory Card (sold separately)]. Insert the Memory Card to Memory Card Slot A. 2 blocks of free memory and one free file are needed to create the system file (which includes all game data for Sonic the Hedgehog 3 etc.).
When the data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Never turn OFF the Nintendo GameCube™ power or remove the Memory Card while the game data is being saved or loaded.

Controls



*All controls explained in this manual are in "DEFAULT 1" configuration. See P.8 for details on Controller Configuration (of Options Menu).

MULTIPLAYER GAMES

With some games, more than one player can participate either simultaneously or alternating.

● SIMULTANEOUS PLAY

With simultaneous play, each player uses their own controller to play (connected to Controller Sockets 1 and 2).

● ALTERNATING PLAY

With alternating play, each player takes turns playing the game using one controller (connected to Controller Socket 1).

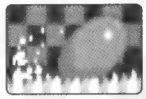
GAME CONTROLS

The following game controls are common to most Sonic the Hedgehog titles. Press START/PAUSE during a any game to pause the action.

✪ Press ◀ ▶ on the Control Stick /+ Control Pad to run, hold down to speed up (dash), and press the reverse direction to brake quickly.

✪ While moving, press ▼ to move freely while spinning and attack enemies. Press the Ⓐ, Ⓑ, or Ⓧ Buttons to jump and **Spin Attack**.

✪ Hold down ▼ on the Control Stick /+ Control Pad while standing and then press the Ⓐ, Ⓑ, or Ⓧ Buttons to spin. Release the button to perform a **Spin Dash**.



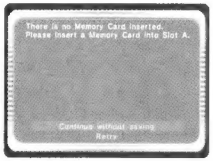
Additional button functions and character-based controls will be explained under each game title.
These controls do not apply to Sonic 3D Blast, or Dr. Robotnik's Mean Bean Machine.

Starting the Game

GAME FILES

After you press START/PAUSE on the Title Screen, the game will look for a system file in the Memory Card inserted in Memory Card Slot A. If there is a Sonic Mega Collection system file containing Game Logs and other options in the Memory Card, the game will load the file and overwrite the existing file when you save the game. If the Memory Card has no system file, you can either create a file and start the game or play the game without one.

If there is no Memory Card inserted or no space available on the Memory Card a Warning Screen will be displayed. Use Control Stick / + Control Pad ▲ ▼ to select either "Continue without saving" or "Retry" and press the Ⓐ Button.



MEGA COLLECTION MENU

Menu Controls

START/PAUSE	GAME START
Control Stick / + Control Pad	SELECT / SCROLL
Ⓐ Button	ENTER
Ⓑ Button	CANCEL / PREVIOUS MENU

The first screen you access is the Sonic Mega Collection Menu. Use ◀ ▶ to select the menu item and press the Ⓐ Button to enter.

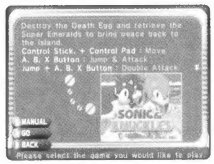
GAMES	Access to available games.
MANUALS	Check the original game manuals.
OPTIONS	Change and save various game settings.
EXTRAS	View movies, illustrations, and comics.

GAME MENU

During the Game Menu, use ▲ ▼ to select from available game titles and press the Ⓐ Button to enter.

● GAME REFERENCE SCREEN

The Game Reference Screen will be displayed when you select a title from the Game Menu. Use ▲ ▼ to scroll the screen. Press the Ⓧ Button to see the manual, the Ⓐ Button to start the game, or the Ⓑ Button to return to the Game Menu.

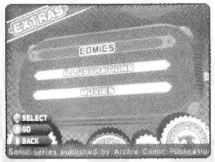


MANUALS / EXTRAS

Manuals / Extras Controls

C Stick	◀ : back page / ▶ : next page
Control Stick / + Control Pad	Select Menu Item / Move
Ⓡ Button	Zoom in
Ⓛ Button	Zoom out
Ⓐ Button	Go
Ⓑ Button	Back

The digital manual can be accessed through either Game Reference Screen or directly from the SONIC MEGA COLLECTION™. Please note that the manuals are worded using the Genesis™ system's format.



From the Extras Menu, use ▲ ▼ to select the menu items and press the Ⓐ Button to enter. Use the above controls to view the "COMICS" and "ILLUSTRATIONS."

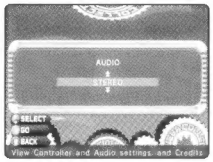
Archie
COMIC PUBLICATIONS, INC.

Comics provided by Archie Comic.

OPTIONS

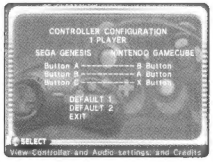
During the Options Menu, use ▲ ▼ to select the menu items and press the Ⓐ Button to enter. To save the game settings you have chosen, select "SAVE & EXIT" and press the Ⓐ Button. Press the Ⓑ Button to return to the Sonic Mega Collection Menu without saving.

● Audio



Use ▲ ▼ to select either "STEREO" or "MONO" (Monaural) and press the Ⓐ Button to enter. Press the Ⓑ Button to return to the Option.

● Controller Configuration

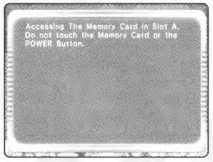


Use ▲ ▼ and the Ⓐ Button to select "DEFAULT 1," "DEFAULT 2," or to make customized key configurations. Select "EXIT" and press the Ⓐ Button to save changes, or press the Ⓑ Button to return to the Options Menu without saving. All explanations have assumed DEFAULT 1 configuration.

● Credits

Credits for SONIC MEGA COLLECTION™ are displayed automatically. Press the Ⓑ Button to return to the Option Menu.

● Save & Exit



Save option setup to Memory Card (system file).

EXIT GAME

During gameplay (all titles), press the Ⓩ Button to exit the game, and then use ▲ ▼ and the Ⓐ Button to select from the following:
Exit: Takes you to the Mega Collection Game Menu.
Game Title: Takes you to the Title Screen of the currently selected game.
Resume: Returns you to the game in progress.

GAME SCORE

All enemies are worth 100 points. Defeating Dr. Robotnik at the end of a Zone earns you 1,000 points. Both a Time Bonus and a Ring Bonus will be added to your final score when available.

● TIME BONUS

This bonus is based on how much time you took to clear the Act.

● RING BONUS

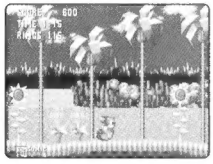
This bonus is determined by the number of Rings you have left at the end of an Act.

The scoring features above do not apply to Sonic 3D Blast, Sonic Spinball, and Dr. Robotnik's Mean Bean Machine.

SONIC THE HEDGEHOG™

Original Release 06/23/1991

Dr. Ivo Robotnik (AKA Dr. Eggman), the mad scientist, is snatching innocent animals and turning them into evil robots! Help our hero to fight enemies, rescue the helpless animals, and stop Dr. Robotnik from succeeding with his evil plot.



● GAME OBJECTIVE

Avoid traps and crazed robots as you dash through 6 hazardous Zones, each with 3 exciting Acts. You will face Dr. Robotnik at the end of every third Act.
You have 10 minutes Game Time to clear each Act. After 10 minutes, a "TIME OVER" message will appear and you will lose one Life.

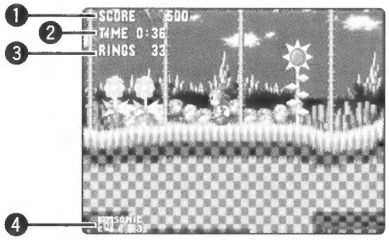
EXTRA CONTROLS

The following game controls are unique to this title.

✪ While standing still, press ▲ ▼ to scroll the screen up and down. (This will not work if Sonic is already at the highest or lowest point).

* Spin Dash mentioned on P.5 can not be used in this game.

GAME SCREEN



1. **Present score**
2. **Time elapsed**
3. **Number of Rings** (*Flashes when zero)
4. **Remaining Lives**

ITEMS & OBJECTS

● RINGS

Staying alive will be tough, but by grabbing Rings Sonic won't be hurt when attacked. If an enemy attacks, you will lose the Rings you have collected.
If an enemy attacks while Sonic has Zero Rings, you will lose 1 Life.

● LAMPPOSTS

By crossing through the Lamppost, your present score and time will be recorded. If you fail to complete the Act, you will return to the last Lamppost you touched.

● SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Makes you run super sonic fast!

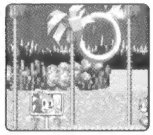
1-Ups: Gives you an extra Life.

Invincible: Keeps you safe from enemy attack for a short time (but won't protect you from other obstacles).

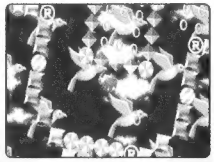
Shield: Prevents you from losing Rings or being hurt when attacked (Won't protect you from other obstacles.).

SECRET ZONE

If you have 50 Rings at the end of any Act, you can warp to the Secret Zone by grabbing the giant gold Ring.



Use the Spin Attack by ricocheting off multi-colored blocks in a 360° rotating maze. In each Secret Zone, the aim is to grab the Chaos Emerald and as many Rings as you can while keeping away from the Goal Blocks.



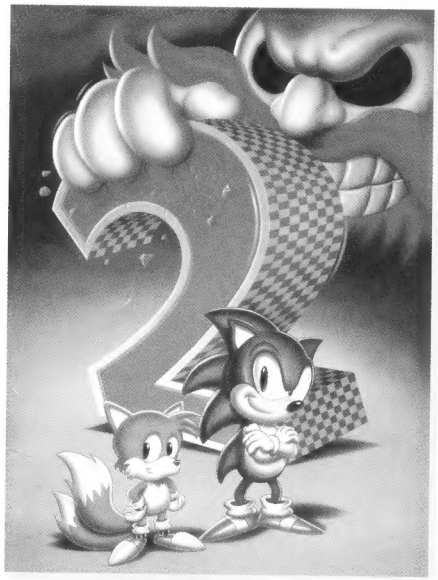
Chaos Emeralds: These come in 6 different colors: yellow, pink, blue, green, red and white. You can find one in every Secret Zone so collect them all!

Goal Block: This is the end of the Zone. Touch this and you will return to the previous Zone empty handed.

PLAY TIPS

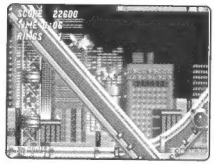
- Grab all the Rings you can. When you lose the Rings, rush to grab them before they disappear.
- Watch the traps carefully to see how they move and improve your chances of avoiding them.
- Look for ways to get to places that seem impossible to reach.
- Use the Spin Attack to find hidden items.
- Look for secret rooms.
- Remember the Time Bonus. There's no time to lose!
- Destroy enemies in succession for bonus points!
- By collecting Rings and improving your score, you may be lucky and obtain a Continue worth 3 more lives after "GAME OVER." Press START/PAUSE before the timer expires during the Continue Screen.

SONIC THE HEDGEHOG 2



Original Release 11/24/1992

Dr. Robotnik has returned, again bent on world domination. Join Sonic and his sidekick Miles "Tails" Prower the fox as they try to stop the demented scientist from discovering the Chaos Emeralds and completing the ultimate weapon, the "Death Egg."



● GAME OBJECTIVE

Avoid traps and Badniks as you guide Sonic and his sidekick Tails through 10 different Zones on the trail of the mad scientist Dr. Robotnik. You have 10 minutes Game Time to clear each Act. If you go over 10 minutes, a "TIME OVER" message will appear and you will lose one Life.

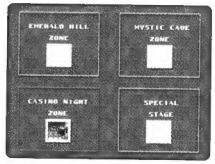
● 2 PLAYER MODE (SIMULTANEOUS COMPETITION)

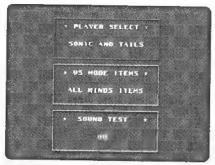
With 2 players, Sonic and Tails compete to clear each Act in the fastest time while gathering Score Points, Rings and Super Items. The game has 3 Regular Zones (2 Acts each) and a Special Stage.
Player 1 moves Sonic through the Zone on the top half of the screen, and Player 2 moves Tails through the same Zone on the bottom half.

GETTING STARTED

During the Title Screen, use ▲ ▼ to select either "1 PLAYER," "2 PLAYER VS," or "OPTIONS" and press START/PAUSE to enter. By selecting "1 PLAYER," the game will begin when you press START/PAUSE.

If you enter "2 PLAYER"on the Title Screen, the Zone Selection Screen will be displayed. Use Control Stick / + Control Pad to select from the 3 Zones or the Special Stage and press START/PAUSE to start the 2 Player VS Competition.





If you enter "OPTIONS" on the Title Screen, the Options Screen of the game will be displayed. Use ▲ ▼ to select "PLAYER SELECT," "VS MODE ITEMS" or "SOUND TEST," and ◀ ▶ to change the settings or to select sounds. See the options details below.

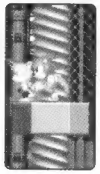
PLAYER SELECT	VS MODE ITEMS	SOUND TEST
You can choose a 1 player game with Sonic and Tails together, or Sonic Alone / Tails Alone.	Choose All Kinds of Items, or the Teleportation item only in the video monitors in 2 Player VS game.	Press the Ⓑ Button and ◀ ▶ to change the sound number and press the Ⓐ or Ⓧ Buttons to hear the music or sound.

For "PLAYER SELECT" and "VS MODE ITEMS," press START/PAUSE to start the game from the Options Screen.

EXTRA CONTROLS

The following game controls are unique to this title.

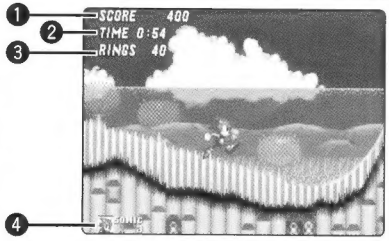
- In Metropolis Zone, use ◀ ▶ to turn the metal nut up or down the screw.



- In Casino Night Zone, hold down the Ⓐ, Ⓑ, or Ⓧ Buttons to push down a spring. Release the Button to spring away

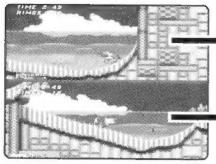
- In 1 Player mode, a second player can take control of "Tails" using Controller 2. Rings collected by "Tails" are added to Sonic's total.

GAME SCREEN



1. **Present score**
2. **Time elapsed**
3. **Number of Rings** (*Flashes when zero)
4. **Remaining Lives**

*Game Screen of "1 PLAYER" game.



*Split-screen of "2 PLAYER" game.

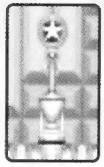
ITEMS & OBJECTS

● RINGS

By grabbing Rings you won't be hurt when attacked by an enemy. If you are attacked when you don't have any Rings, you will lose one Life. An extra Life is awarded when you collect 100 and 200 Rings. Rings collected by Tails are also added to your total.

● STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.
Touch a Starpost while holding 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Special Stage (See below).



● SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Makes you run super sonic fast!

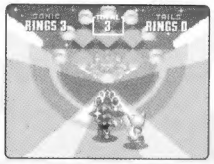
1-Ups: Gives you an extra Life.

Invincible: Keeps you safe from enemy attack for a short time (but won't protect you from other obstacles).

Shield: Prevents you from losing Rings or being hurt when attacked once only (but won't protect you from other obstacles).

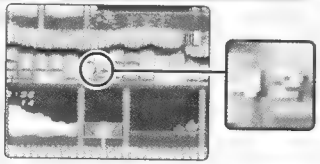
SPECIAL STAGE

This is your chance to collect a Chaos Emerald. Speed around the chute, picking up as many Rings as you can. Sidestep or jump over the bombs to stay in the race. If you finish the Stage, you will receive a Chaos Emerald and return to the Star Post on your original Zone.



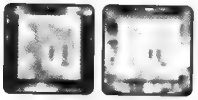
2 PLAYER COMPETITION

Compete to obtain the highest score and to clear the Act in the fastest time. When one player finishes, a timer will count down from 60 seconds (see right). The other player must finish within 60 seconds.



● SPECIAL ITEMS

Break open monitors to receive a mystery Special Item. The Special Items are revealed when they pop out.



The face you see on a **1-Ups Item** is the character that receives it, regardless of who uncovers it.

Watch out when you see Robotnik's face! You will lose all of your Rings that you have collected.

When "Teleportation Only" is selected on the Options Screen (of this game), Sonic and Tails will switch places whenever a monitor is smashed.

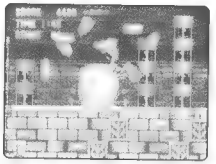
PLAY TIPS

- Jump on levers, hang from vines, use the Spin Attack to find hidden items.
- In the Special Stage, don't move too fast or you may miss the Rings!
- In 2 Player VS Competition, concentrate on your own screen. Regardless of the end time, you can always win by collecting Rings and Special Items to improve your overall score.
- You can Continue once for every 100,000 points after "GAME OVER." Press START/PAUSE before the timer expires during the Continue Screen.

SONIC THE HEDGEHOG 3™

Original Release 01/24/1994

Dr. Robotnik's "Death Egg" has lost its ability to fly after crash landing on the Floating Island, and only the power of the Chaos Emeralds can repair his ship. To obtain these, he tricks their guardian Knuckles the Echidna convincing him that Sonic and Tails are really his enemies...



● GAME OBJECTIVE

Dodge Badniks and traps set by Knuckles, collect Rings, and uncover Chaos Emeralds as you guide Sonic and his sidekick Tails through 6 different Zones on the trail of the deranged scientist Dr Robotnik.

● 2 PLAYER MODES (SIMULTANEOUS COMPETITION)

Each player can control Sonic, Tails or Knuckles and compete in split-screen mode. Characters are selected at the start of the game. There are five 2 Player Zones, and in each you must complete 5 circuits.

GETTING STARTED

During the Title Screen, use ▲ ▼ to select either "1 PLAYER" or "COMPETITION" and Press START/PAUSE to enter.

After selecting "1 PLAYER" on the Title Screen, you will enter the Game Save Feature Screen if a Memory Card is inserted. The Game Save Feature allows you to store up to 6 different game files. Each game you save will be stored in one of the 6 Game Save Windows.

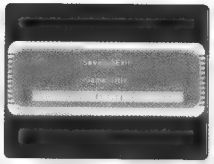
During the Game Save Feature Screen, use ◀ ▶ to select the Game Save Window.
To start a new game, select a window labeled "NEW" (initial format) and use ▲ ▼ to select your character(s). If Controller 2 is connected, select Sonic and Tails for 2 Player mode.
To play without saving the game, select the "NO SAVE" window.

To delete a game file, select Dr. Robotnik on the far right and press the Ⓑ or Ⓧ Buttons. Then confirm the file you wish to delete.
If you complete a game and collect all the Chaos Emeralds, you can start games in any Zone by using ▲ ▼ from the finished window.

Press the Ⓐ Button during to return to the Title Screen.

● SAVING GAME FILES

To save a game data for Sonic the Hedgehog 3, press the Ⓩ Button anytime during gameplay and select "Save & Exit"and Exit the game.

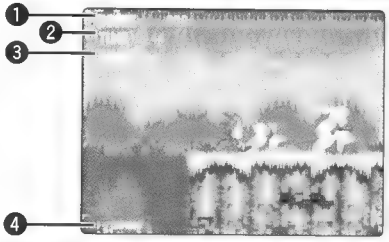


EXTRA CONTROLS

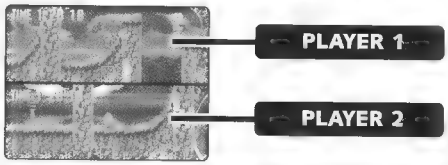
The following game controls are unique to this title.

- Press the Ⓐ, Ⓑ, or Ⓧ Buttons while Sonic is jumping to generate a temporary **shield**.
- Press the Ⓐ, Ⓑ, or Ⓧ Buttons twice to make Tails **fly**, or **swim** when he's in water. Use this to help Sonic by airlifting him out of danger, or to otherwise unreachable areas.

GAME SCREEN



1. **Present score**
2. **Time elapsed**
3. **Number of Rings**
   (*Flashes when zero)
4. **Remaining Lives**
   *Game Screen of "1 PLAYER" game.



*Split-screen of "COMPETITION" game.

ITEMS & OBJECTS

● RINGS

By grabbing Rings you won't be hurt when attacked by an enemy. If you are attacked when you don't have any Rings, you will lose one life. Rings collected by Tails are also added to your total, which can later get you extra Lives and bonus points.

● STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.
Touch a Starpost with 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Bonus Stage (See P.23).

● **SPECIAL ITEMS**

Smash open the video monitors with Spin Attack to get Special Items.

Super Ring: Earns you 10 Rings at once!

Power Sneaker: Helps you run super sonic fast!

1-Ups: Gives you an extra Life.

Robotnik: DANGER! Causes the same damage as a Badnik attack!

Invincible: Protects against harm from Badniks for a short period. Some moving objects are still harmful though.

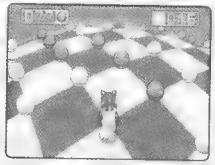
Flame Shield: Protects from a fire attack, and by leaping into the air and pressing the Ⓐ, Ⓑ, or Ⓧ Buttons, Sonic can perform a mid-air Fireball Spin Dash.

Water Shield: Breathe underwater and by leaping into the air and pressing the Ⓐ, Ⓑ, or Ⓧ Buttons, Sonic can bounce along like a ball.

Lightning Shield: Turns Sonic into a Ring magnet, and protects against electric and energy ball attacks. Use the Ⓐ, Ⓑ, or Ⓧ Buttons in mid air to perform a double jump.

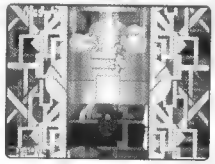
SPECIAL STAGE

Every Act has a hidden room with a giant Ring. Leap into the Ring to teleport to the Special Stage. This is your chance to obtain a Chaos Emerald. Collect the blue spheres and avoid the red ones. When you've collected all the blue spheres, a Chaos Emerald will appear.



BONUS STAGE

To find the Bonus Stage, collect 50 or more Rings during an Act, touch a Starpost and then leap into the tiny stars that appear.
In the Bonus Stage, grab extra 1-Ups, Special Items, and Rings by turning the crank of the Gumball Machine.



COMPETITION GAMES

After selecting "COMPETITION" on the Title Screen, you will enter the Competition Selection Screen. Use ▲ ▼ to select the menu items as detailed below, and use ◀ ▶ to choose whether or not to have Special Items in the game.

Press the Ⓐ Button to return to the previous screen.

GRAND PRIX MODE	Race through all 5 Zones.
MATCH RACE	Race in any single Zone.
TIME ATTACK	One-player practice mode.

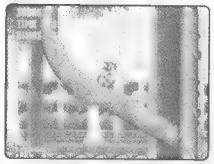
PLAY TIPS

- Look out for secret hidden areas. Walls with different patterns can sometimes be smashed through using the Spin Dash attack.
- Be prepared for underwater travel. Jump into giant air bubbles to breathe. Stay in the water too long and you will lose a life. The water shield allows Sonic to breath until it breaks.
- Jump towards end of Act markers before they land and a Power-Up may appear.
- Throughout the game, don't let Tails get stuck in passageways or traps. Have him activate Starposts or enter Special Stages as quickly as possible.
- Some traps take advantage of Sonic's ultra-fast speed, and some are impossible to escape from. When Sonic is flashing don't let him travel too fast.

SONIC & KNUCKLES

Original Release **10/18/1994**

Having blasted Robotnik's "Death Egg" to smithereens, Sonic is determined to find the Emeralds hidden on the Floating Island, but Knuckles is equally determined to stop him by all means available. While they're going the rounds with each other, who will stop Dr. Robotnik?

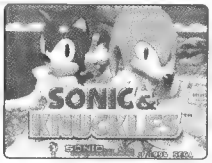


● GAME OBJECTIVE

Help Sonic or Knuckles to collect Rings, avoid Badniks and escape traps as Dr. Robotnik attempts another dastardly plot to take over the world. You have 10 minutes Game Time to clear each Act. If you go over 10 minutes, a "TIME OVER" message will appear and you will lose one Life.

TITLE SCREEN

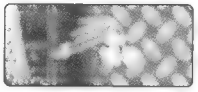
During the Title Screen, use ▲ ▼ to select either "SONIC" or "KNUCKLES" and press START/PAUSE to begin the game.



EXTRA CONTROLS

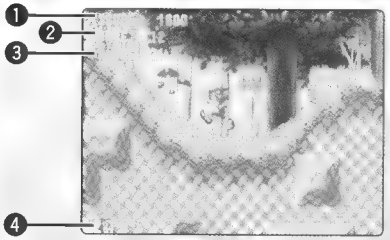
The following game controls are unique to this title.

- Press the Ⓐ, Ⓑ, or Ⓧ Buttons while Sonic is jumping to generate a temporary **shield**.
- While Knuckles is jumping, hold down the Ⓐ, Ⓑ, or Ⓧ Buttons to **glide** through the air and use ◀ ▶ to control the direction of glide. You can use this move to attack opponents.



- Knuckles can perform a **wall climb** by jumping towards a vertical surface and pressing the Ⓐ, Ⓑ, or Ⓧ Buttons to stick to the surface. Use ▲ ▼ to climb and then press the Ⓐ, Ⓑ, or Ⓧ Buttons to jump off.

GAME SCREEN



1. **Present score**
2. **Time elapsed**
3. **Number of Rings** (*Flashes when zero)
4. **Remaining Lives**

ITEMS & OBJECTS

● RINGS

By grabbing Rings you won't be hurt when attacked by an enemy. If an enemy attacks when you don't have any Rings, you will lose one Life. Collect 100 Rings to get an extra Life, and 50 Rings during a 3D Special Stage or Bonus Stage to get a Continue (See below and P.27).

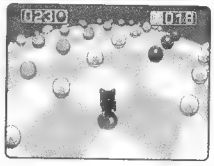
● STARPOSTS

By touching a Starpost, your present score and time will be recorded. If you lose a Life, you will return to the last Starpost you touched.
Touch a Starpost with 50 Rings or more and you'll see a Star Circle spinning above it. Jump in to enter a Bonus Stage (See below).

● SPECIAL ITEMS

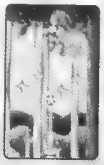
Smash open the video monitors with Spin Attack to get Power-Ups. For details of the Special Items for this game, please refer to the Special Items section in Sonic the Hedgehog 3 (See P.22).

3D SPECIAL STAGE



Every Act has a hidden room with a giant gold Ring. Leap into the Ring to teleport to the 3D Special Stage. This is your chance to obtain a Chaos Emerald.
Collect the blue spheres and avoid the red ones. Look for square formations among the blue spheres, and by grabbing the spheres around the edge, all inner spheres will turn to Rings. When you've collected all the blue spheres, the Chaos Emerald will be yours. Collect 50 Rings in this Stage to get a Continue.

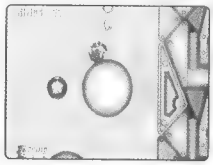
BONUS STAGE



Collect 50 Rings, activate a Starpost, and leap into the tiny stars that appear above to enter a Bonus Stage. The amount of Rings you are holding determines which Stage you go to.

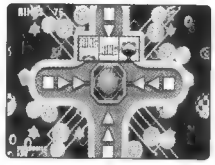
PLAY TIPS

● GLOWING SPHERES STAGE



Sonic is stuck to a magnetic sphere. Roll to the top before jumping to a higher one. Use the flippers to help you, and watch out for the force field creeping up from below!

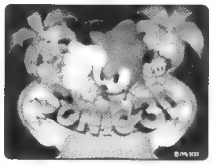
● SLOT MACHINE STAGE

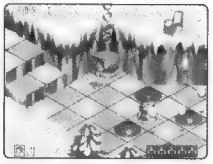


Collect Rings when the tumblers roll. Jump towards the center to stay in this Stage.

Original Release 11/07/1996

Sonic travels to Flicky Island only to find that Dr. Robotnik has turned the mysterious birds known as Flickies into vicious robots! Help Sonic to rescue his friends and foil the deranged scientist's fiendish plot.





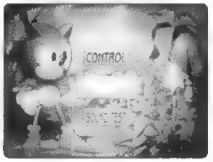
● GAME OBJECTIVE

Defeat the enemies and rescue the Flickies by bringing them back to their own dimension through the Giant Rings!
Jump on or Spin Dash into a robot to free the Flicky inside. Once freed, move past them to attract their attention and they will follow you obediently. Take care though as they tend to scatter when Sonic is attacked by enemies.

GETTING STARTED

● OPTIONS MENU

Press START/PAUSE during the Title Screen to display the the Options Menu of this title. Use ▲ ▼ to select either "START," "CONTROL," and "SOUND TEST" and press START/PAUSE to enter.



CONTROL

Set the game controls in "CONTROL." Press the Ⓑ or Ⓧ Buttons to toggle between the two settings. Press START/PAUSE to enter the setting.
Note that the keys ("A," "B," and "C") represents the Genesis™ keys, and not the Nintendo GameCube™ Controller Buttons (see P.6 for Controller Configuration

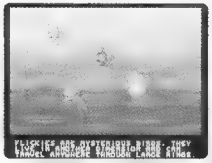
SOUND TEST

Select "SOUND TEST" and listen to the BGM (music) and SFX (sound) from this title. Use ▲ ▼ to select "BGM" or "SFX" and use ◀ ▶ to change the track number, then press the Ⓑ or Ⓧ Buttons to play. Press the Ⓐ Button to stop the BGM.

START

Select "START" and press START/PAUSE to begin the game.

● PROLOGUE SCENE



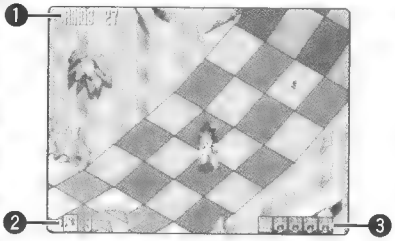
When you start your game, the prologue scene will play. Press the Ⓐ Button to move on to the next scene.
Press START/PAUSE to skip the whole prologue scene and begin Zone 1.

GAME CONTROLS

The following set of default controls is unique to this title.

- Use the Ⓑ or Ⓧ Buttons to jump and **Spin Attack**.
- Hold down the Control Stick /+ Control Pad to move faster (dash), and press the reverse direction to brake quickly.
- While standing still, hold down the Ⓐ Button to spin, and release to perform a **Spin Dash**.
- While moving, press the Ⓐ Button to move freely while spinning and attack enemies.

GAME SCREEN



1. **Number of Rings** (*Flashes when zero)
2. **Remaining Lives**
3. **Flicky Counter** (*Lights up when found.)

ROBOTS & FLICKIES

Spin Attack or Spin Dash into a robot (top) to break it open and release the Flicky that is trapped inside. After the Flicky is free, run past it to attract its attention. The Flicky then will follow Sonic obediently (bottom). When Flickies are following, they can help you get items in places that are tough to reach.

If Sonic gets hurt by a robot, the Flickies following will scatter so try to pick them up again.

ITEMS & OBJECTS

● RINGS

Collect Rings to protect you from enemy attack and increase your score. Grab 50 Rings or more to gain access to Knuckles and Tails Bonus Stages.

● SPECIAL ITEMS

Smash open the video monitors with Spin Attack to get Special Items.

Rings: Earns you 10 Rings at once!

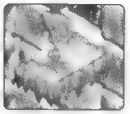
Shields: Blue Shields protect against regular and electrical damage. Red Shields protect against regular and fire damage. Gold Shields protect against enemy attacks and enable Sonic to perform Blast Attacks! Press the jump Button twice to home in on the enemy!

Sonic Icons / Extra Life : Collect 10 Icons to earn a Continue. Extra Life can be found inside the video monitors or the Bonus Stage if you collected all 7 Chaos Emeralds.

● SPRINGS AND TRANSPORTS

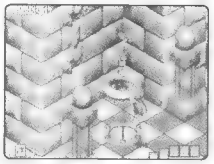
Use Springs to jump from one place to another. You can also collect the Rings and Sonic Icons above the Springs.

Transports move Sonic up and down levels. Use the Spin Dash to activate some Transports.



● DIMENSION RINGS

Jump and grab the red part of the Dimension Ring whenever Sonic has Flickies following him. This will transport them back to the safety of their own dimension.



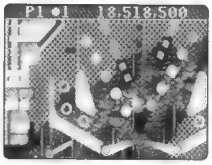
● CHAOS EMERALDS

When you have 50 Rings or more, find Tails or Knuckles and they will transport you to a Bonus Stage where the Chaos Emeralds can be found.

SONIC THE HEDGEHOG SPINBALL™

Original Release **11/15/1993**

The deranged scientist Dr. Robotnik is once again turning the animals of Mobius into robots using his monstrous contraption the Veg-O-Fortress. Only Sonic can penetrate the pinball defense system, free the animals, collect the Emeralds and put a stop to his fiendish plan.



● GAME OBJECTIVE

Using Sonic as a pinball, work your way up through the Veg-O-Fortress uncovering concealed passageways, collecting Emeralds and avoiding deadly traps. Up to four people can take turns to control Sonic in this thrill packed adventure.

GETTING STARTED

● TITLE SCREEN

During the Title Screen, use ▲ ▼ to select either "START" or "OPTIONS" and press START/PAUSE to enter.
For multiplayer game (alternating play) game, change the number of players in "OPTIONS."

● OPTIONS MENU

In the Options Menu, use ▲ ▼ to select different menu items. Use ◀ ▶ to change settings and press START/PAUSE to return to the Game Menu to begin your game.
Note that the keys ("A," "B," and "C") for FLIPPER represents the Genesis™ keys, and not the Nintendo GameCube™ Controller Buttons (see P.5 for Controller Configuration).

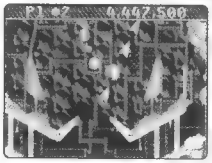
GAME CONTROLS

The following set of controls is unique to this title.

START/PAUSE	PAUSE GAME
◀ ▶	MOVE SONIC
Ⓐ / Ⓑ / Ⓧ Button	JUMP (ON GROUND)
▼ then Ⓐ / Ⓑ / Ⓧ Button	SPIN DASH
Ⓐ Button	TILT RIGHT FLIPPER
Ⓑ Button	TILT LEFT FLIPPER
Ⓧ Button	TILT BOTH FLIPPERS
Ⓐ + Ⓑ + Ⓧ Button	TILT SHAKE (BONUS ROUND)

When Sonic is in flight, move him left and right with the Control Stick /+ Control Pad for better position when he hits a bumper or target, or when he's falling back towards the drain bumpers or flippers.

GAME SCREEN



The Status Strip at the top of the screen shows the following information at various stages of the game.

Player Numbers and Lives: Shows current level, who is playing and the number of lives remaining. Sonic starts with 3 lives. Reach 20,000,000 points and gain an extra Life.

Emeralds: Shows the number of Emeralds remaining in each level, and how many times an obstacle needs to be hit before opening a path to the Emerald.

Urgent Orders: These messages need a quick reaction!

Loop Successes: Shows how many loops you've completed.

Score Update: Shows your currents score.

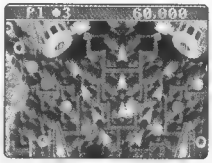
End totals and Bonuses: Shows the total score for loops, Rings and time at the end of a level.

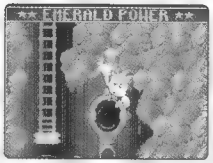
Sonic Status: "Too Baaad," when you get another shot at the level.

GAME STRATEGY

Each level has a number of Chaos Emeralds you must collect before confronting the boss robot and completing the level.
A variety of hatchways and other obstacles stand between you and the Emeralds. These can only be passed by flicking hidden switches, and by repeated Sonic attack force.

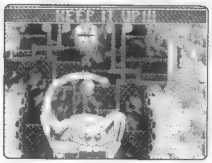
Follow the directions marked in the background to make sure you hit the right spots.





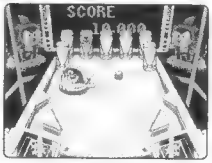
With the blockages cleared, follow the path to find the Emeralds.

When all the Emeralds have been gathered, Sonic must destroy the level boss.



BONUS ROUNDS

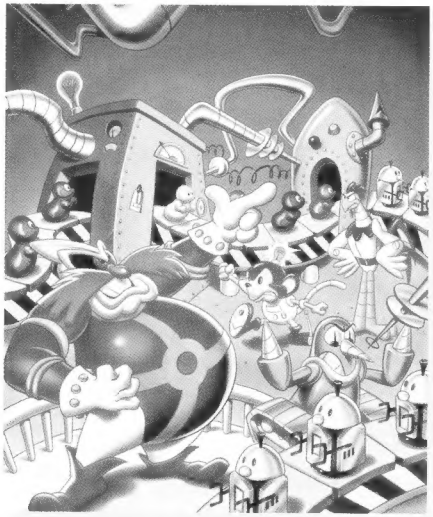
At the end of each level, there is a Bonus Round. This is a game of regular pinball and you have 3 balls to play.



PLAY TIPS

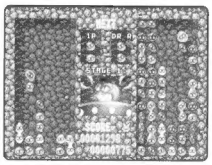
- Launch Sonic by tilting both flippers together with the X Button. This is a safe and easy tactic for beginners.
- Watch out for lights and arrows showing important spots and routes in the background.
- Catch Sonic on the flippers by holding them up as he enters the Alley Ramp. This way you can aim him more accurately.
- To shoot straight up, fire when near the hinge of a flipper. To launch at an angle, let him roll towards the tip first.
- Don't forget to watch the Status Strip for extra gameplay hints!

DR. ROBOTNIK'S MEAN BEAN MACHINE™



Original Release 11/29/1993

Dr. Robotnik is changing the jolly folk of Beanville into devious little robots that will help rid Planet Mobius of music and fun forever. Group the beans together to help them escape while working your way up to the wilier henchbots.



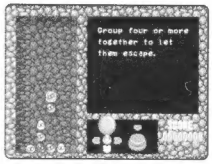
● GAME OBJECTIVE

Remove the beans by stacking 4 of the same colored beans together. Attack your opponent by creating chain reactions, but watch out for counter-attacks!

Beans drop from the top of the dungeon in pairs. When 2 beans of the same color touch, they will link. When 4 or more beans are linked together, they disappear from the dungeon. Try to arrange the beans into groups as they drop to prevent them from overfilling.

GETTING STARTED

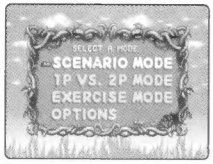
● DEMO SCREEN



Wait a few seconds during the Title Screen to see Dr. Robotnik's explanation of his goals followed by a comprehensive demonstration of the game. Press START/PAUSE to bring up the Title Screen.

● GAME MENU

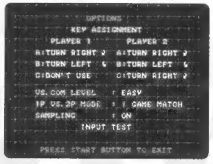
Press START/PAUSE during the Title Screen to enter the Game Menu. Use ▲ ▼ to select different menu items and press the Ⓐ, Ⓑ, Ⓧ Buttons, or START/PAUSE to enter.



SCENARIO MODE	Play against Robotnik's henchbots!
1P VS. 2P MODE	Simultaneous play against a friend!
EXERCISE MODE	A practice mode against the timer.
OPTIONS	Change various game settings.

OPTIONS

In the Options Menu, use ▲ ▼ to select different menu items. Use ◀ ▶ to change settings and press START/PAUSE to return to the Game Menu to start your game.



● KEY ASSIGNMENT

Customize the game controls of the Controller.

Note that the keys ("A," "B," and "C") displayed on the Option Menu represents the Genesis™ keys, and not the Nintendo GameCube™ Controller Buttons (see P.5 for Controller Configuration).

● VS. COM LEVEL

Set the difficulty level for Scenario Mode.

● 1P VS 2P MODE

Choose the number of games to include when playing a friend.

● SAMPLING

Turn off certain sound effects.

● INPUT TEST

Test to make sure your Controller Buttons are set-up correctly.

GAME CONTROLS

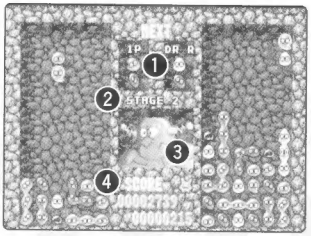
The following controls are common to all 3 Modes.

START/PAUSE	PAUSE GAME
◀ ▶	MOVE BEANS
▼	SPEED UP DESCENT
Ⓐ Button	ROTATE COUNTERCLOCKWISE
Ⓑ / Ⓧ Button	ROTATE CLOCKWISE

GAME SCREEN

● SCENARIO MODE

During Scenario Mode, your dungeon will appear on the left side of the screen while your opponent's (CPU) dungeon appears on the right.



❶ **Next Pair of Beans**

❷ **Current Stage**

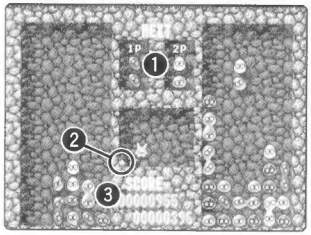
❸ **Opponent (Henchbot)**
Check your progress from the robot's expression.

❹ **Scores**
Top: yours Bottom: opponent's

*Note that your dungeon will appear on the right side of the screen if you play Scenario Mode with the Controller connected to Controller Socket 2.

● 1P VS 2P MODE

During the 1P VS 2P Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.



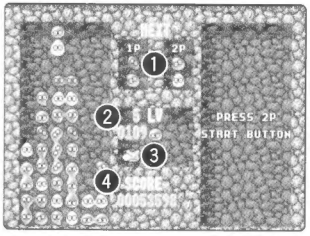
❶ **Next Pair of Beans**

❷ **Games Won**
Left: Player 1
Right: Player 2

❸ **Scores**
Top: Player 1 Bottom: Player 2

● EXERCISE MODE

During the Exercise Mode, Player 1's dungeon is on the left side of the screen and Player 2's dungeon is on the right.



❶ **Next Pair of Beans**

❷ **Current Levels**
Left: Player 1 Right: Player 2

❸ **Has Bean**
Occasionally drops into your dungeon to help save Beans.

❹ **Scores**
Top: Player 1 Bottom: Player 2

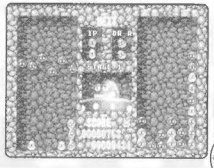
BEANS

Link 4 or more Beans of the same color to make them disappear from your dungeon. Link them vertically, horizontally, or in clumps.
If you drop a pair of beans horizontally on an uneven surface, any Bean left hanging will drop to the lowest point of the column.

The descent rate of the Beans can suddenly speed up dramatically, even in the early levels. Don't panic though! This is only temporary.

● REFUGEE BEANS

Refugee Beans will drop into the opponent's dungeon whenever a player successfully releases a group of Beans. Refugee Beans cannot be linked to any color, and can only leave when neighboring beans disappear.



DR.ROBOTNIK'S MEAN BEAN MACHINE

Check the top of your dungeon for advance warning of how many Refugee Beans will drop (See below).

One Small Clear Bean: One Refugee Bean.

One Big Clear Bean: Six Refugee Beans.

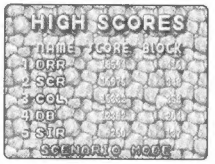
One Big Red Bean: Thirty Refugee Beans and big trouble!

The Greater the number of Beans that vanish (especially in a chain reaction), the greater the number of Refugee Beans will drop into your opponent's dungeon!

SCORES

- Earn points when your Beans vanish. The bigger the chain reaction, the more bonus you can earn!
- Earn points by speeding up the descent rate of the Beans falling into your dungeon.
- If you win a game within a certain amount of time in Scenario Mode (110 seconds for a normal game), you receive a special Time Bonus for each second remaining.

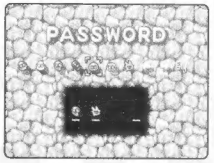
If you've achieved a high score by the time you end the game, a High Score Screen will be displayed. Use ▲ ▼ to select the letters and press the Ⓐ, Ⓑ, or Ⓧ Buttons to fill in the next letter of your initials (up to 3 letters). Use ◀ to return and correct any mistakes.



PASSWORD

A password appears when you win a Stage in Scenario Mode. Use this password to start future games from the next Stage up.

First choose Scenario Mode from the Game Menu, then select "CONTINUE." When the Password Screen is displayed, use ◀ ▶ to highlight the type of Bean you want to fill in the space and press the Ⓑ, or Ⓧ Buttons to enter the Bean into the password. Use the Ⓐ Button or select the backward arrow to return and correct any mistakes. When you are finished entering your password, press START/PAUSE or select END and press the Ⓑ, or the Ⓧ Buttons. If your password is incorrect, a buzzer will sound.



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